A L A
SOFTWARE

WHIZ KID

FOR USE ON
COMMODORE 64™ COMPUTER

HARDWARE REQUIREMENTS—
COMMODORE 64™ COMPUTER
DATASSETTE,
ATARI™-STYLE JOYSTICK

COMMODORE 64™ IS THE REGISTERED TRADEMARK OF COMMODORE, INC.
ATARI™ IS A REGISTERED TRADEMARK OF ATARI, INC.

COMMODORE 64™ WHIZ KID VCG 14640

WHIZ KID

Test tubes glow with the green light of chemicals. Outside, the night is wild with the roar of thunder and the sudden flashes of white lightning. Suddenly there is a crash as the window shatters under the blow of a bolt of lightning, which reaches out across the room like a snake and vaporizes one of your test tubes.

The room is filled with smoke..and the contents of your experimentation tube are slithering across the floor..Alive! The lightning has given your chemicals organic life!

You must escape, but not before saving the poor defenseless lab animals from the mutated experiment. You are the whiz kid, and your lab has finally rebelled.

Whiz Kid..a game of science gone mad.

TAPE

1. Insert tape into Datassette
2. Type: LOAD "GAME", 1, 1 and hit return
3. When "FOUND GAME" appears on the screen, hit the Commodore Key (C=)
4. Type: SYS 16384 and hit return

PLAYING

PLAYING THE GAME: In this game you are the Whiz Kid in the lab. Unfortunately, some of your chemicles were contaminated and your experiment is attacking you. Avoid your experiment and it's shots while trying to **save** scared lab animals.

SCORING

You get ten points for each animal you save.

HINTS

Save the lab animals before your experiment gets them.

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WHIZ KID

1. Rewind Tape.
2. Type: Load "Game", 1, 1 hit RETURN.
3. When "Found Game" appears on screen, hit Commodore Key (C=).
4. Type: "SYS 16384" and hit RETURN.

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